

COMPLETE LISTING OF THE CLAIMS

The following lists all of the claims that are or were in the above-identified patent application. The status identifiers respectively provided in parentheses following the claim numbers indicate the current statuses of the claims.

1. (Currently Amended) An apparatus containing a data structure representing a presentation, the data structure comprising:

a first audio channel representing an audio portion of the presentation after time scaling by a first time scale factor, wherein the first audio channel comprises a plurality of frames; and

a second audio channel representing the audio portion after time scaling by a second time scale factor that differs from the first time scale factor, wherein the second audio channel comprises a plurality of frames that are in one-to-one correspondence with the plurality of frames in the first audio channel, and corresponding frames in the first and second audio channels represent the same time interval of the presentation.

2. (Canceled)

3. (Currently Amended) The apparatus of ~~claim 2~~ claim 1, wherein each frame in the first audio channel is separately compressed using a first compression method.

4. (Currently Amended) The apparatus of claim 3, wherein the data structure further comprises a third audio channel representing the audio portion of the presentation after time scaling by the first time scale factor, wherein each frame in the third audio channel is separately compressed using a second compression method.

5. (Currently Amended) The apparatus of claim 1, wherein the data structure further comprises a data channel identifying graphics associated with the audio portion of the presentation.

6. (Currently Amended) The apparatus of claim 1, wherein:

~~the first audio channel comprises plurality of frames, each frame having in the first~~

audio channel has an index value that identifies a time interval of the audio portion that the frame represents; and

~~the second audio channel comprises plurality of frames,~~ each frame in the second audio channel ~~having~~ has an index value that identifies a time interval of the audio portion that the frame represents.

7. (Original) The apparatus of claim 6, wherein each frame in the first and second data channels is separately compressed.

8. (Currently Amended) The apparatus of claim 6, wherein the data structure further comprises a data channel corresponding to a plurality of bookmarks, wherein each bookmark has an index value and identifies graphics, the index value indicating a display time for the graphics relative to playing of the frames of the first or second audio channel.

9. (Original) The apparatus of claim 1, wherein the apparatus comprises a server connected to a network.

10. (Original) The apparatus of claim 1, wherein the apparatus comprises:
data storage in which the data structure is stored;
a decoder connected to receive a data stream from the data storage, the decoder converting the data stream for perceivable presentation; and
selection logic coupled to the data storage and capable of selecting a source channel for the data stream from among a set of channels including the first audio channel and the second audio channel.

11. (Original) The apparatus of claim 10, wherein the apparatus is a standalone device that operates on battery power.

12. (Currently Amended) An apparatus containing a data structure representing an audio presentation, the data structure comprising a plurality of audio channels representing the audio presentation after time scaling, wherein:

each audio channel includes a plurality of audio frames and has a corresponding time scale factor that differs from the time scale factor corresponding to another of the audio

channels and includes a plurality of audio frames; and

each audio frame has a frame index that uniquely distinguishes the audio frame from other audio frames in the same audio channel and identifies the audio frame as corresponding to specific audio frames in other audio channels.

13. (Currently Amended) The apparatus of claim 12, wherein audio frames that are in different audio channels and have the same frame index represent the same portion of the audio presentation.

14. (Currently Amended) A method for encoding audio data, comprising:
performing a plurality of time scaling processes on the audio data to generate a plurality of time-scaled audio data sets, each time-scaled audio data set having a different time scale factor;

partitioning each time-scaled audio data set into a plurality of frames, wherein all frames resulting from the partitioning correspond to the same amount of time in the audio data;

separately compressing each frame to produce compressed frames; and
collecting the compressed frames into a plurality of audio channels that form a data structure, each audio channel having a corresponding one of the different time scale factors.

~~generating a data structure containing a plurality of audio channels respectively corresponding to the plurality of time scaling processes, wherein content of each of the audio channels is derived from the time-scaled audio data set resulting from performing the corresponding time scaling process on the audio data.~~

15. (Canceled)

16. (Canceled)

17. (Currently Amended) The method of ~~claim 15~~ claim 14, wherein separately compressing each frame comprises applying a plurality of different compression processes to generate a plurality of compressed frames from each frame.

18. (Original) The method of claim 17, wherein collecting the compressed frames produces audio channels such that in each audio channel, all compressed frames in the audio

channel have the same time scale and compression process.

19. (Currently Amended) A method for playing a presentation, comprising:
loading a first audio frame from a source into a player via a network, the first audio frame representing a first portion of the presentation after scaling by a first time-scaling factor, wherein the first audio frame has a first channel index value that identifies the first audio frame as being scaled by the first time scaling factor;
playing the first audio frame to provide the first portion of the presentation with the first time scale factor;
receiving a request to change playing from the first time scaling factor to a second time scaling factor;
requesting from the source a second audio frame that has a second channel index value that identifies the second audio frame as being scaled by the second ~~time-scaling~~ time scaling factor; and
playing the second audio frame after the first audio frame to provide a real-time change in the time-scale of the presentation.

20. (Previously Presented) The method of claim 19, wherein the first audio frame has a first frame index value that identifies the first portion of the presentation that the first audio frame represents, and the second audio frame has a second frame index value that identifies a second portion of the presentation that the second audio frame represents.

21. (Previously Presented) The method of claim 20, wherein the second frame index value immediately follows the first frame index value.

22. (Previously Presented) The method of claim 19, wherein channel index values of frames further indicate respective compression processes for the frames, and wherein the method further comprises:

determining available bandwidth on the network; and
selecting the second channel index value from a plurality of channel index values that identify the second time scaling factor, wherein the second channel index indicates a compression process that provides highest audio quality at the available bandwidth.

23. (Currently Amended) The method of claim 19, wherein channel index values of frames further indicate respective compression processes for the frames, and wherein the method further comprises:

determining available bandwidth on the network;

selecting a third channel index value from a plurality of channel index values that identify the second time scaling factor, wherein the third channel index indicates a compression process that provides highest audio quality at the available bandwidth;

requesting from the source a third audio frame that has the third channel index value, which identifies the third audio frame as being time-scaled by the second time-scaling factor; and

playing the third frame after the second frame.

Claims 24-36 (Canceled)